

SONIC HEROES



SEGA

INSTRUCTION BOOKLET



**NINTENDO
GAME CUBE**

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO[®] HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Eye or muscle twitching

Loss of awareness

Altered vision

Involuntary movements

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

CAUTION - Laser Device

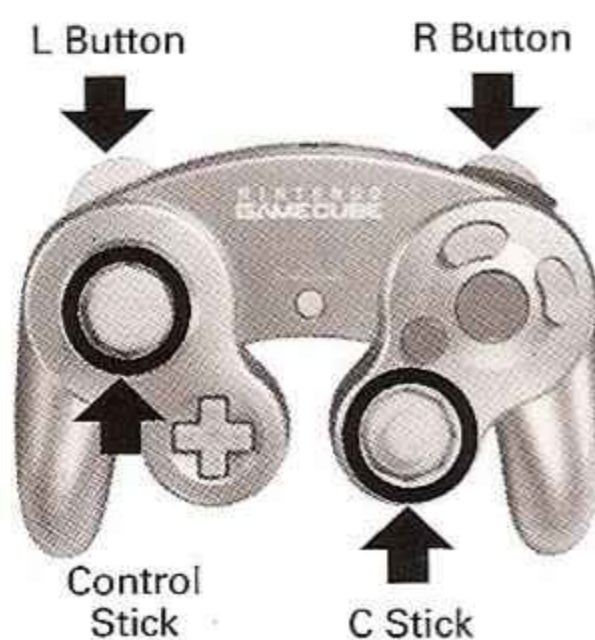
The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH TWO PLAYERS AND
CONTROLLERS.**



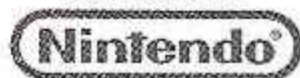
**THIS GAME IS COMPATIBLE
WITH PROGRESSIVE SCAN
MODE TVs.**



**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



LICENSED BY



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Thank you for purchasing Sonic Heroes™. Please note that this software is designed only for use with the Nintendo GameCube™. Be sure to read this instruction booklet thoroughly before you start playing Sonic Heroes™. Also note that this instruction booklet cannot be re-issued, therefore please keep it in a safe place.



SONIC HEROES™

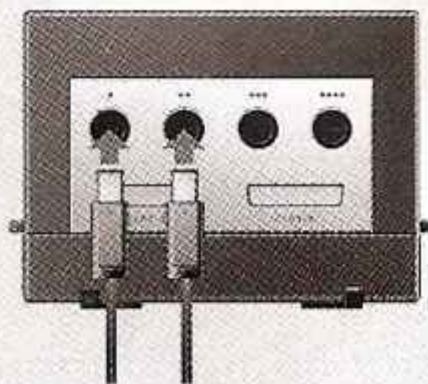
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SETTING UP

HARDWARE SETUP

Sonic Heroes™ is a one to two player game. Connect the Nintendo GameCube™ Controller to Controller Socket 1 for one player, or Controller Sockets 1 and 2 for two players respectively.



PROGRESSIVE SCAN MODE

This game can be set to display a higher resolution image on TVs that support progressive scan mode (EDTV, HDTV).

In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube™ Component Video Cable (available only through Nintendo, visit www.nintendo.com or call 1-800-255-3700).

To activate the progressive scan mode, press and hold the Ⓑ Button while the Nintendo GameCube™ logo is being displayed until the message "Do you want to display the game in progressive mode?" appears. Select YES to activate the mode.

Please note that on some TVs, activating the progressive scan mode will set the format of the image to a wide screen (16:9) format.

USING DOLBY SURROUND PRO LOGIC II

This game is partly presented in Dolby Surround Pro Logic II. Connect your game console to a sound system with Dolby Pro Logic II, and select "Dolby Pro Logic II" in the Options Screen of the game to experience the excitement of surround sound.

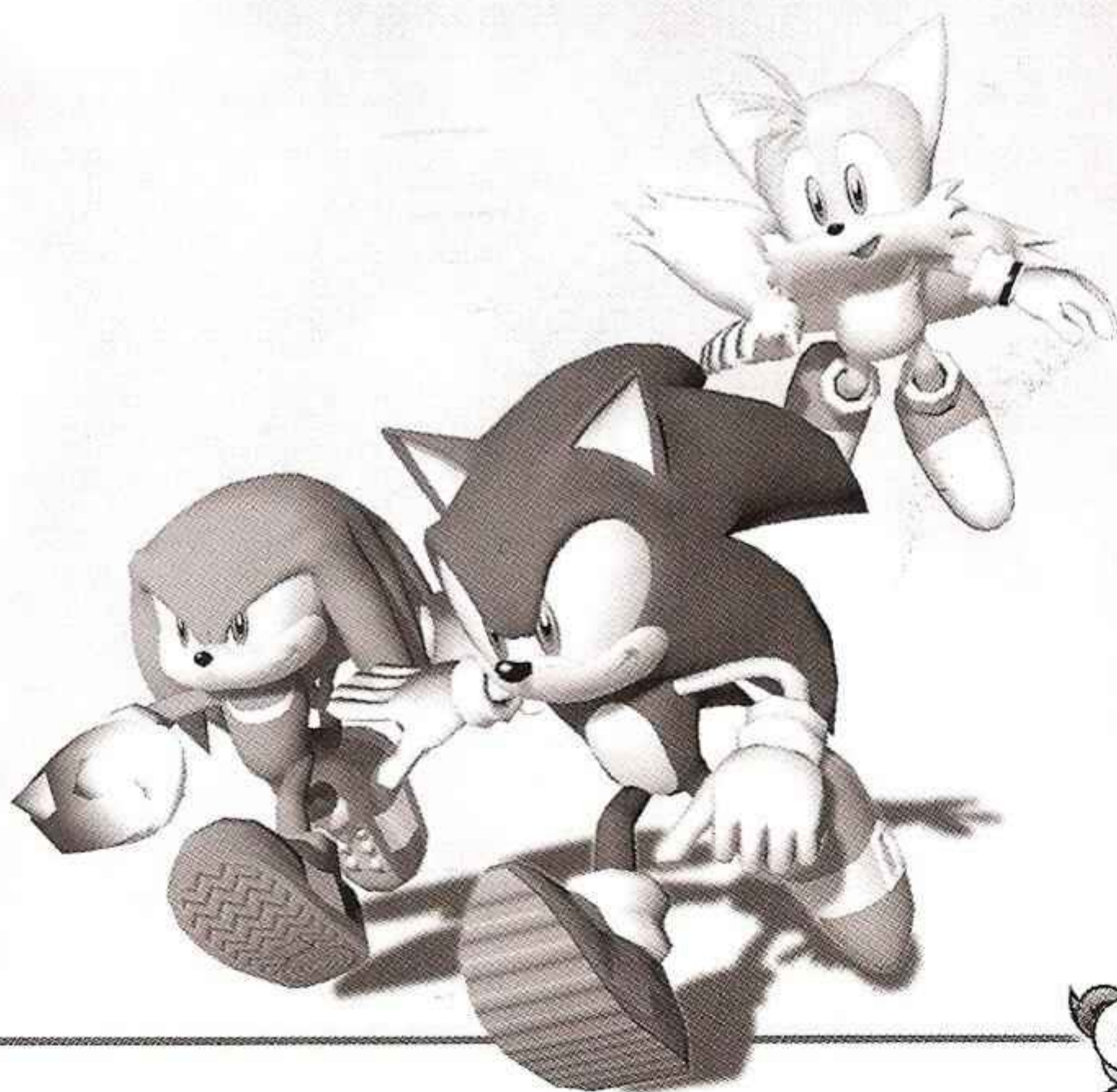


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SAVE FILES

Sonic Heroes™ is a Nintendo GameCube™ Memory Card compatible game (Memory Card sold separately). 2 blocks of free memory space are required to create a save file. Never turn OFF the Nintendo GameCube™ power or remove the Memory Card while the Game Data is being saved.

Please refer to the Nintendo GameCube™ booklet (pages 18-20) for directions on how to format and erase Memory Card files.



TEAM INTRODUCTIONS

TEAM SONIC

This tenacious trio of Sonic, Tails and Knuckles combines exhilarating high-speed action with medium difficulty playability.

Tails and Knuckles finally catch up with Sonic as he tours around the globe, and pass him a letter from his arch-nemesis Dr. Eggman threatening another outrageous revenge scheme. This time, the deranged scientist announces that he has finally completed his ultimate weapon, and in a matter of 3 days, he will be ready to bring the world to its knees!

Unlike Tails, disturbed by the message and unsure what will happen, Knuckles relaxes confident there's nothing to worry about. Sonic, however, shows a brief flicker of a smile and takes off again into the distance.

With that familiar grin of confidence, Sonic says he wouldn't miss this party for the world!

And this is how the three reunite for their greatest adventure to put an end to Dr. Eggman's wicked ploy.

Sonic the Hedgehog

Age 15

The world's fastest supersonic hedgehog unrivalled in speed returns once more. Always the drifter, Sonic goes wherever the wind takes him, and lives life according to his own rules rather than the standards of those around him. He's basically easygoing, but when he gets fired up over an injustice, his anger explodes with surprising consequences. Always at the receiving end of this aggression is arch-enemy Dr. Eggman, whose fiendish ploys to take over the world are constantly being foiled by Sonic. Saving the world is a nice distraction, but Sonic is soon off to find his next adventure.

Watch out for the patented Light Dash manoeuvre whereby Sonic hurtles along a path of illuminated Rings, even through mid-air!



Knuckles the Echidna

Age 16



An egotistical dread locked Echidna from the Angel Island, and appointed guardian of the Master Emerald. Sonic may be a drifter, but Knuckles' home is firmly fixed in the mountains. Wild, tough, stubborn and inflexible, Knuckles sees himself as Sonic's rival, perhaps because of his own dreams of a free lifestyle. He's also known as a treasure hunter, and possesses martial arts skills.

Miles "Tails" Prower

Age 8

Don't let his docile appearance deceive you. This cute twin-tailed fox is an absolute mecha-maniac with skills rivalling those of Dr. Eggman. Humble about his abilities, he always does his best to help out Sonic, who sees him as something of a cute kid brother.

"Tails" can spin his tails like a rotor blade enabling him to fly.



TEAM DARK

A villainous team of Shadow, Rouge and Omega. Skill and concentration is required to endure heavy battle.

Treasure hunter Rouge, who flies all over the world in search of precious jewels, one day hears that Dr. Eggman is accumulating a massive treasure collection. She immediately heads for Dr. Eggman's headquarters to liberate these riches, but discovers the base abandoned with all the valuables gone.

However, she comes across a stasis capsule that to her surprise houses the figure of Shadow. Far from being deceased as everybody thought, he was indeed very much alive, but unconscious. In order to release Shadow from the capsule, Rouge switches on the facility's power, unintentionally reactivating the final E-Series robot Omega. Shadow wakes to find his memory gone, unable to recall why or how he went into stasis.

Omega, on the other hand, was rather upset about Dr. Eggman shutting him down. Mistaking Shadow for one of Eggman's robots, he immediately starts to attack him.

Rouge steps in to break up the fighting, and reminding them both that their enemy is Eggman, the three shook hands and the team was formed.

"Yeah baby!" announces Rouge. "That makes us a team! Let's go find Eggman!"

Shadow the Hedgehog

Time of Creation unknown

Created by the renowned scientist Professor Gerald at the peak of his career, this black hedgehog is the dark incarnation of Sonic, matching him in both speed and abilities. Shadow never ages, and can use a technique known as "Chaos Control" to distort time and space using the Chaos Emeralds. Since his fall at Colony Arc (Sonic Adventure 2 Battle) he was presumed dead, but has since been discovered by Rouge, alive and in suspended animation at Dr. Eggman's base. He now suffers from amnesia and has no memory of events prior to his release.

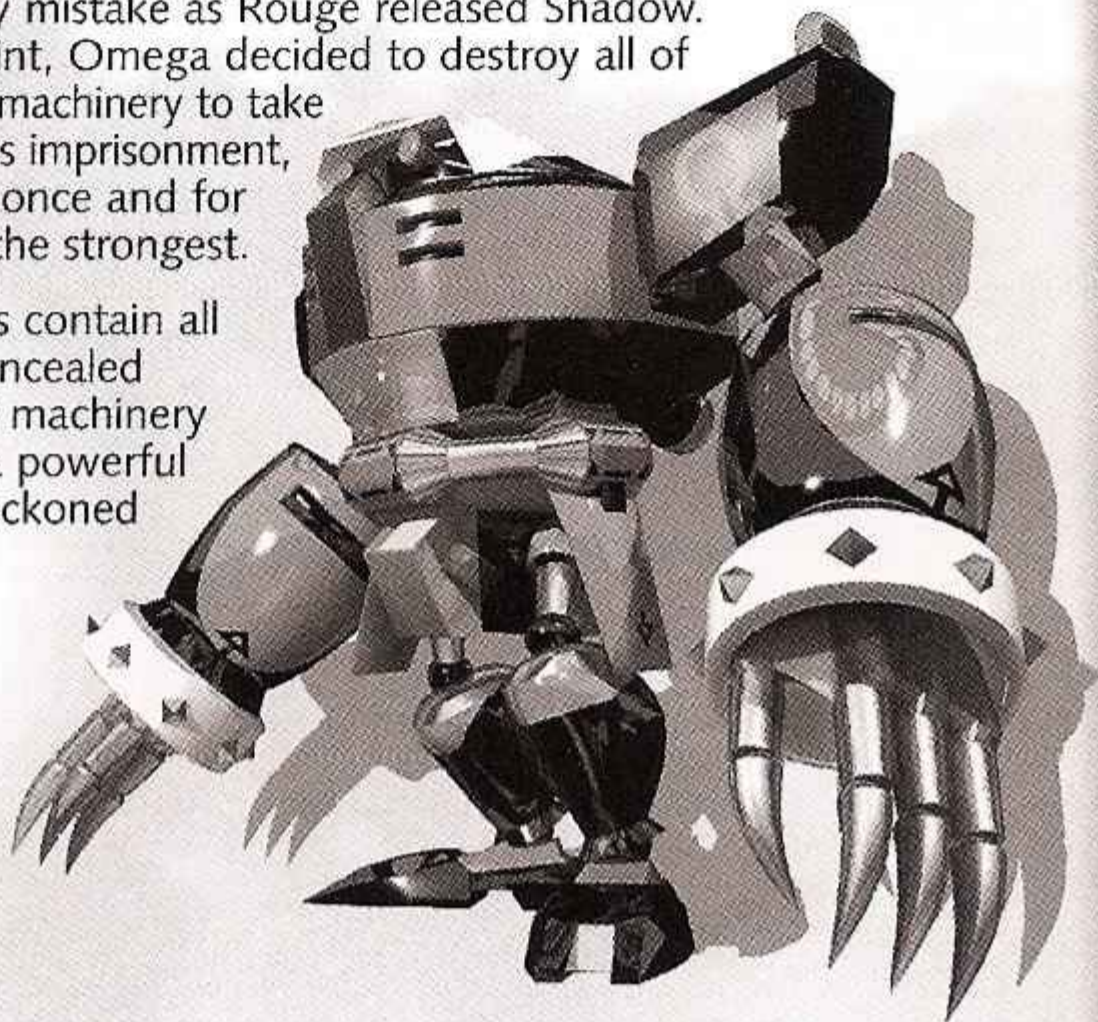


E-123 Omega

Time of Creation unknown

The last and most powerful of Dr. Eggman's E-Series robots. Decommissioned and left imprisoned at the base, Omega was reactivated by mistake as Rouge released Shadow. From that point, Omega decided to destroy all of Dr. Eggman's machinery to take revenge for his imprisonment, and to prove once and for all that he is the strongest.

His wide arms contain all manner of concealed weapons and machinery making him a powerful force to be reckoned with.

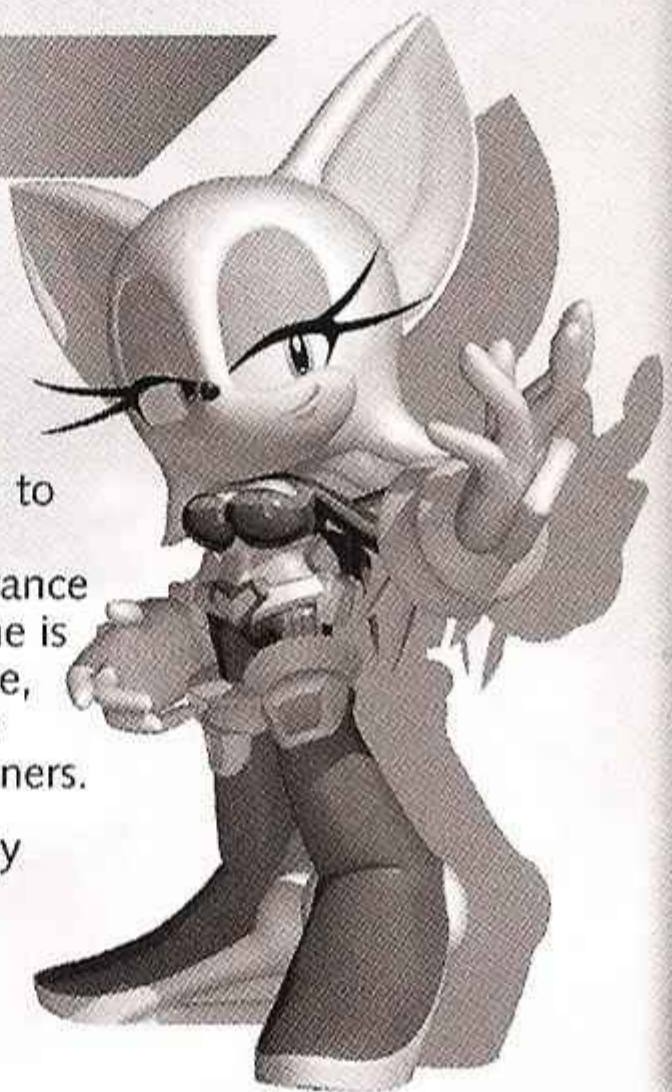


Rouge the Bat

Age 17

Rouge is a professional treasure hunter, forever in search of the world's most precious stones, and part time government spy. Fearless, bewitching, and overflowing with feminine charm, Rouge is dedicated to her work, and never leaves a task empty handed. Her external appearance suggests a careless character, but she is actually calculating and manipulative, basing her actions on potential gain rather than abstract morality or manners.

Her powerful wings enable her to fly with ease.



TEAM ROSE

A delightful trio of Amy, Cream and Big. Shorter missions are suitable for younger players.

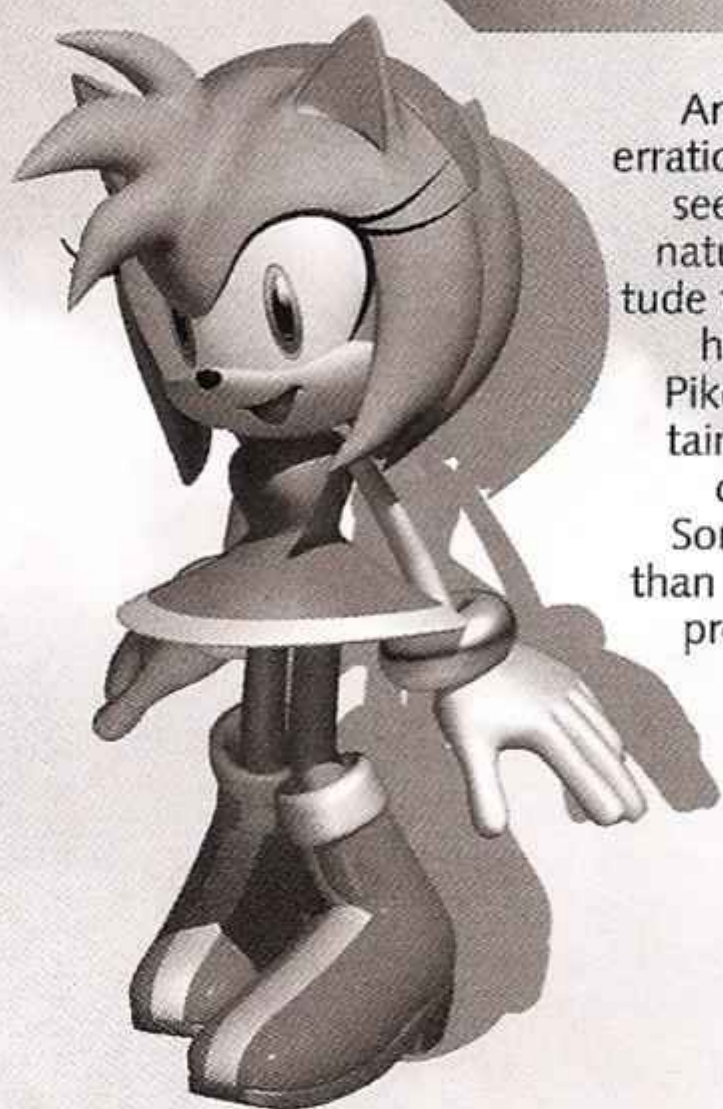
Amy, crazily in love with Sonic as always, is concerned that she hasn't had any contact for over a month. Making little progress on his trail, she is about to give up hope when she catches sight of Sonic's picture in a newspaper.

In her excitement, Amy runs straight to the publishers to ask where the picture was taken, and on her arrival, she meets a huge familiar looking cat called Big and a cute rabbit named Cream. A quick exchange of stories reveals that Big is looking for his best friend Froggy, and Cream is looking for her friend Chao's twin Chocola, both of whom had appeared in the picture with Sonic. From this, they decide to continue their search together.

"You can't run forever Sonic! Mark my words we WILL be married!!"

Amy Rose

Age 12



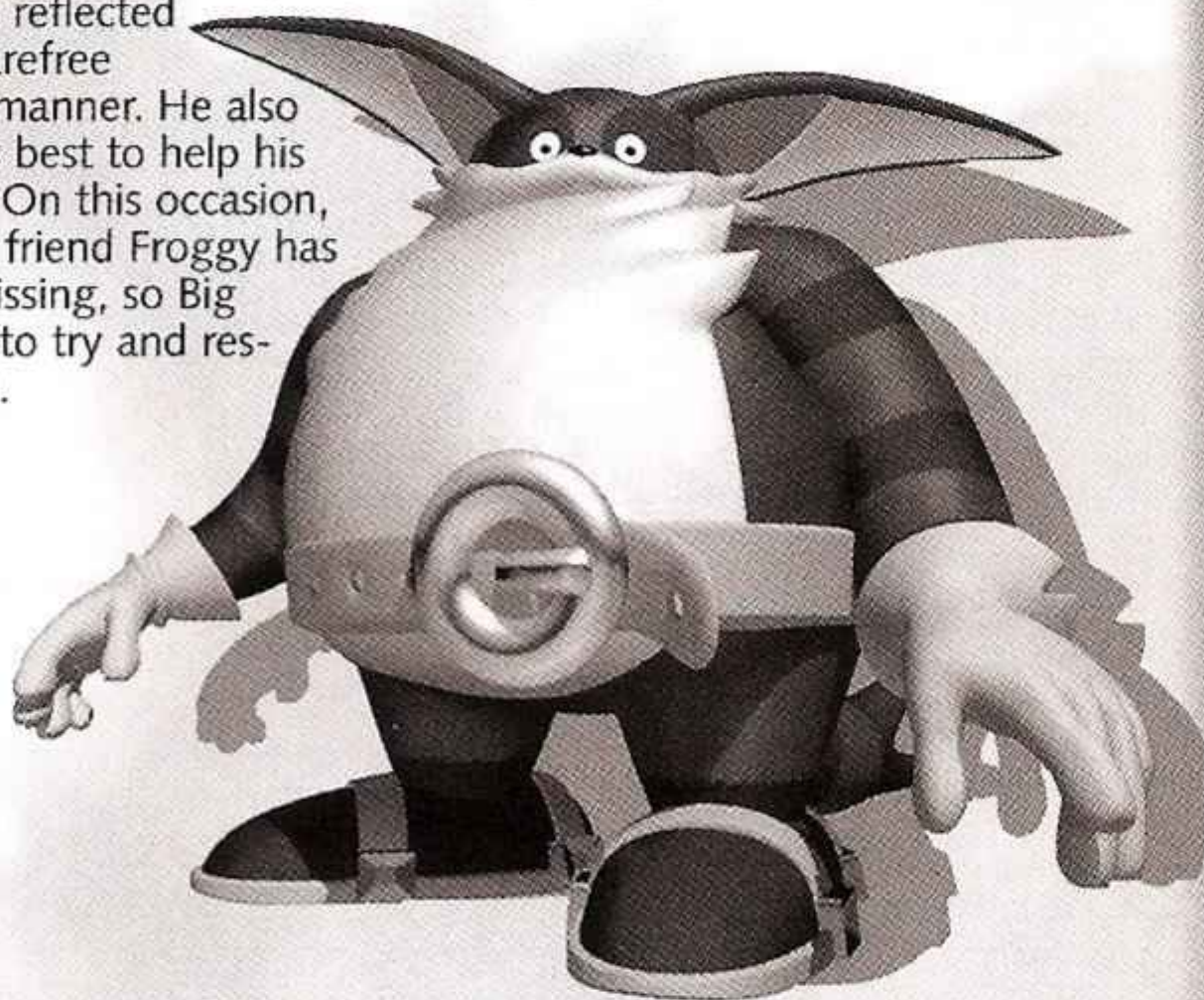
An overly cheerful and a slightly erratic girl that poor Sonic just can't seem to shake off. Amy uses her natural initiative and positive attitude to pull the team together, and her weapon of choice, the Piko Piko Hammer, helps her to maintain authority. Despite her clearly defined goal to one day marry Sonic, he treats her as little more than an annoyance. In his heart he probably doesn't dislike her that much.

Big the Cat

Age 18

A huge feline that lives with his best friend Froggy, peacefully in the middle of the jungle. His hobby is fishing, and he always has his favourite rod handy. Big is strong, but gentle, and very easygoing as is reflected in his carefree

speech manner. He also does his best to help his friends. On this occasion, his best friend Froggy has gone missing, so Big sets off to try and rescue him.

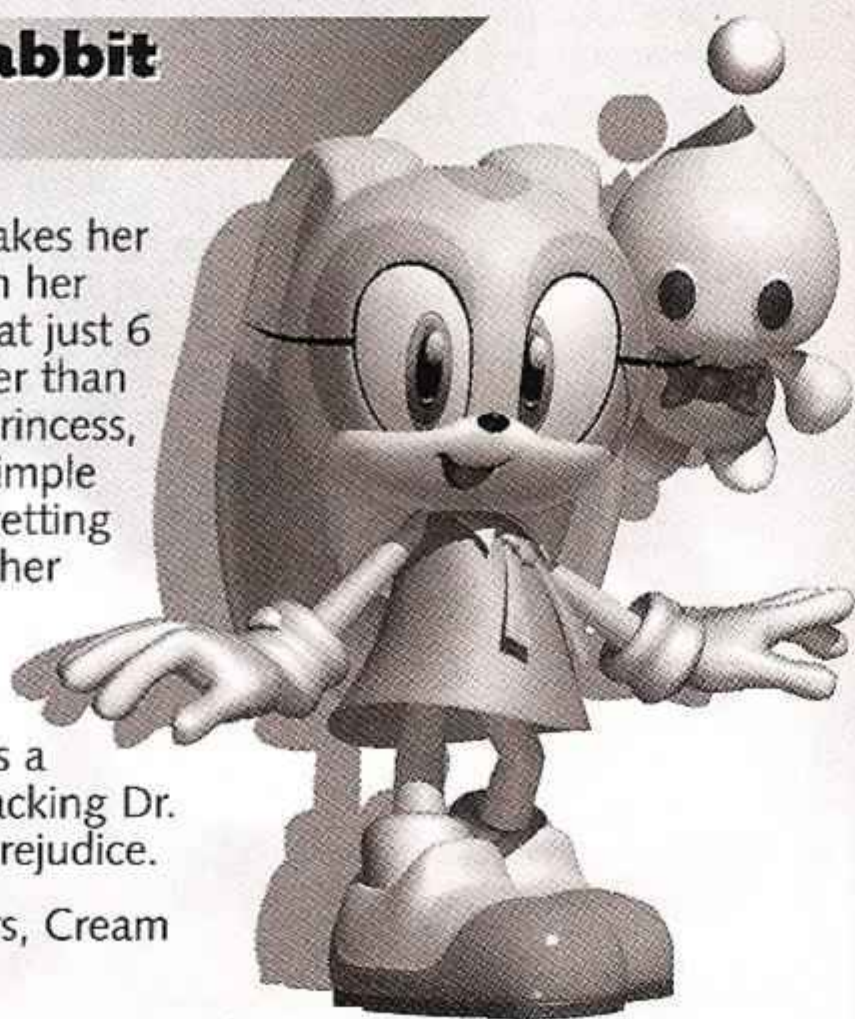


Cream the Rabbit

Age 6

A cute little rabbit that takes her tiny Chao "Cheese" with her wherever she goes, and at just 6 years old, is even younger than Tails. Brought up like a princess, she is a little naïve and simple minded at times, often getting herself wrapped up in other people's problems. She also loves ice cream. She never forgets her manners, and even offers a polite curtsy before attacking Dr. Eggman, with extreme prejudice.

By flapping her huge ears, Cream can sustain flight.



TEAM CHAOTIX

This devious team of crack detectives is made up of Espio, Vector and Charmy. Each Mission they undertake lands them in unexpected situations, which leads to some very unusual and sometimes dubious adventures.

The Chaotix Detective Agency is always at your service if the price is right. Lately however, things have been quiet with very little work available.

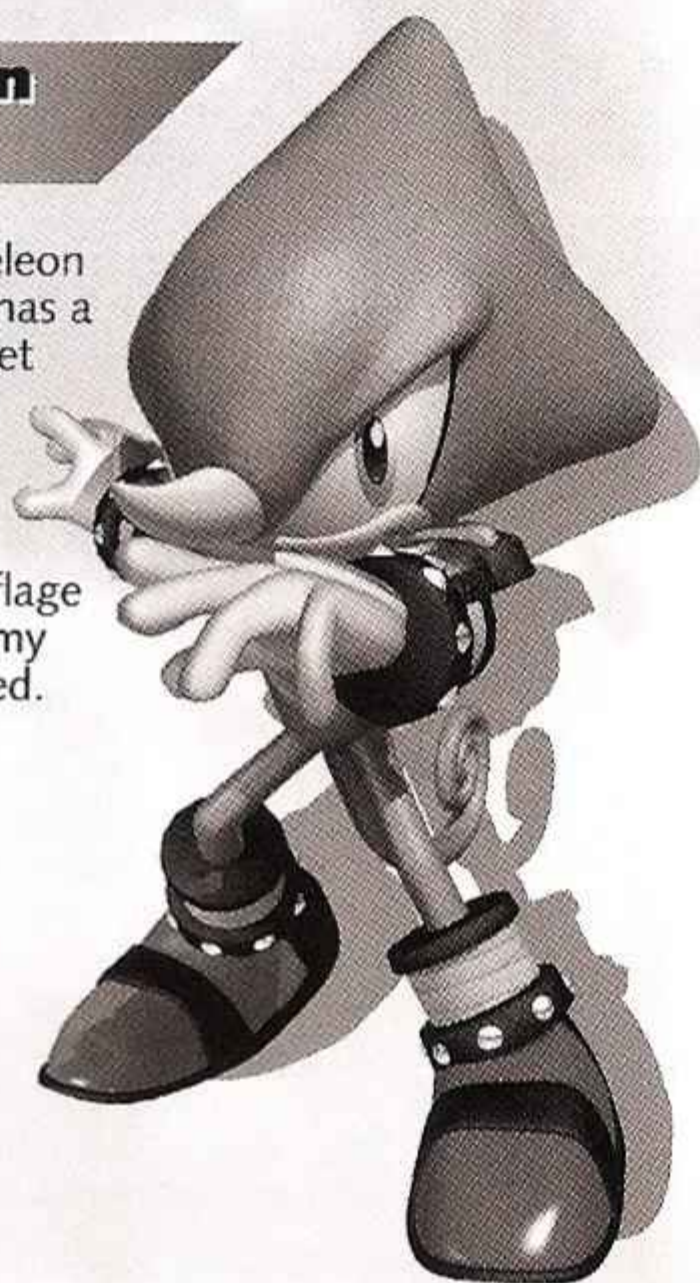
One lazy day, a mysterious package is delivered to Chaotix, and inside they find a transceiver which mysteriously promises a handsome payment if Chaotix will take on a case. Charmy is thrilled by the offer, but Espio remains sceptical due to the strange nature of the communication. Boss Vector, with dollar signs in his eyes, wastes no time in gathering his troop together to take hasty advantage of the opportunity.

"You know our policy! We never turn down work that pays!"

Espio the Chameleon

Age 16

Opinionated and self obsessed chameleon at the Chaotix Detective Agency. He has a militaristic discipline despite being quiet and laidback, and thanks to extensive ninja training, he can face trouble head-on unconcerned by danger. His characteristics include a protruding horn, coiled tail, and a stealth camouflage trick that renders him invisible to enemy eyes allowing him to pass by unnoticed.



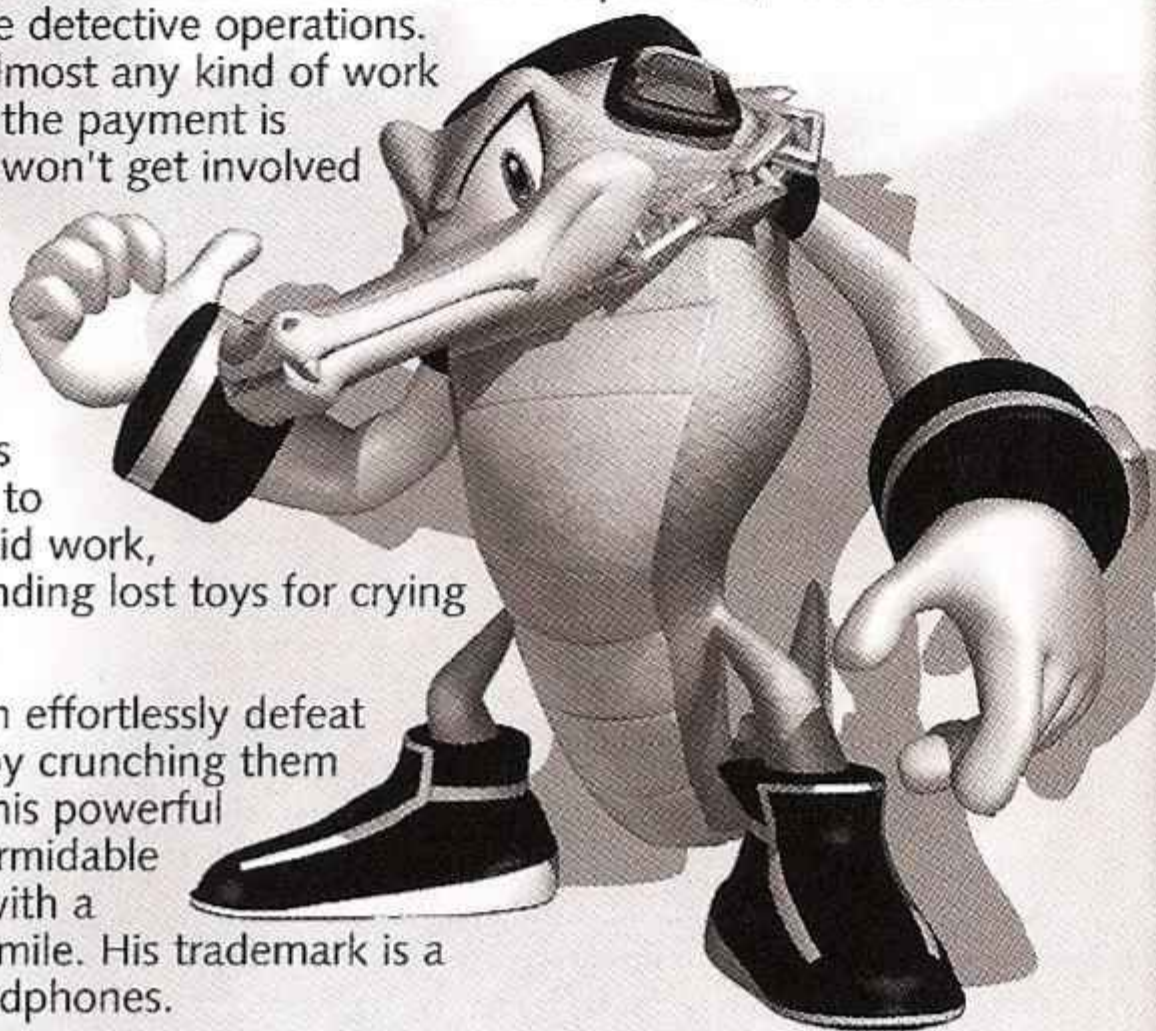
Vector the Crocodile

Age 20

Outlaw detective and head honcho of the Chaotix Detective Agency. He can find peaceful solutions to problems, providing an aggressive method cannot be found. Despite this, he's the brains behind the detective operations.

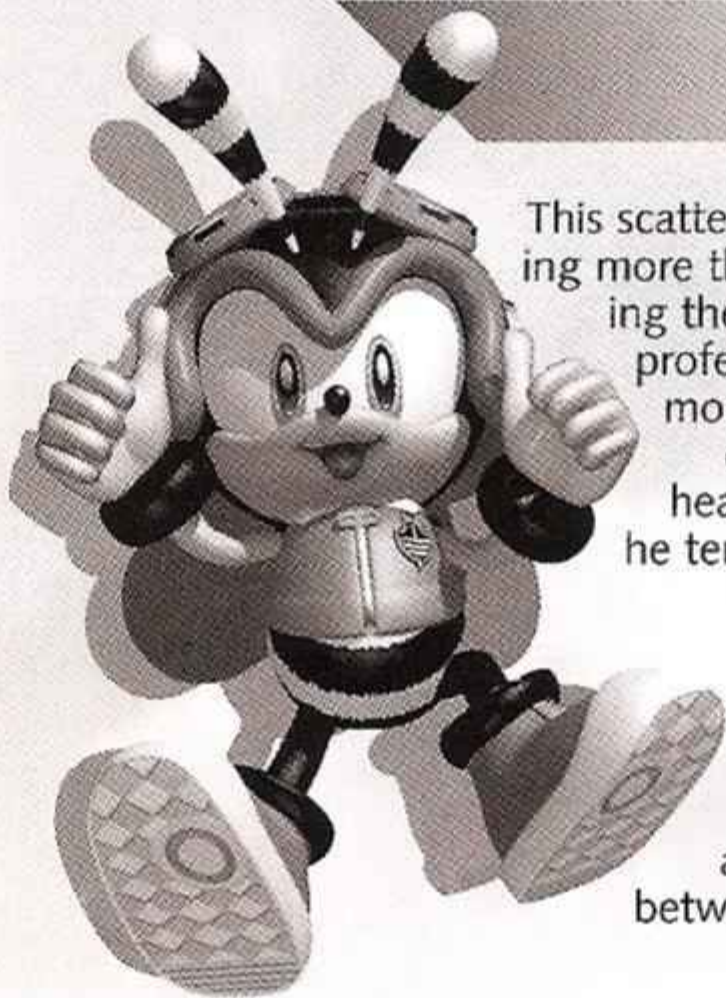
He'll do almost any kind of work providing the payment is right, but won't get involved with anything dirty. His charitable nature sometimes leads him to take unpaid work, such as finding lost toys for crying children.

Vector can effortlessly defeat enemies by crunching them between his powerful jaws, a formidable weapon with a dazzling smile. His trademark is a set of headphones.



Charmy Bee

Age 6



This scatterbrained funny-kid likes nothing more than fooling around, and making the remaining Chaotix staff look professional. Seen by the others as more of a cute mascot, he's generally good natured and light-hearted, but when he gets angry he tends to introduce the source of his anger to his stinging tail.

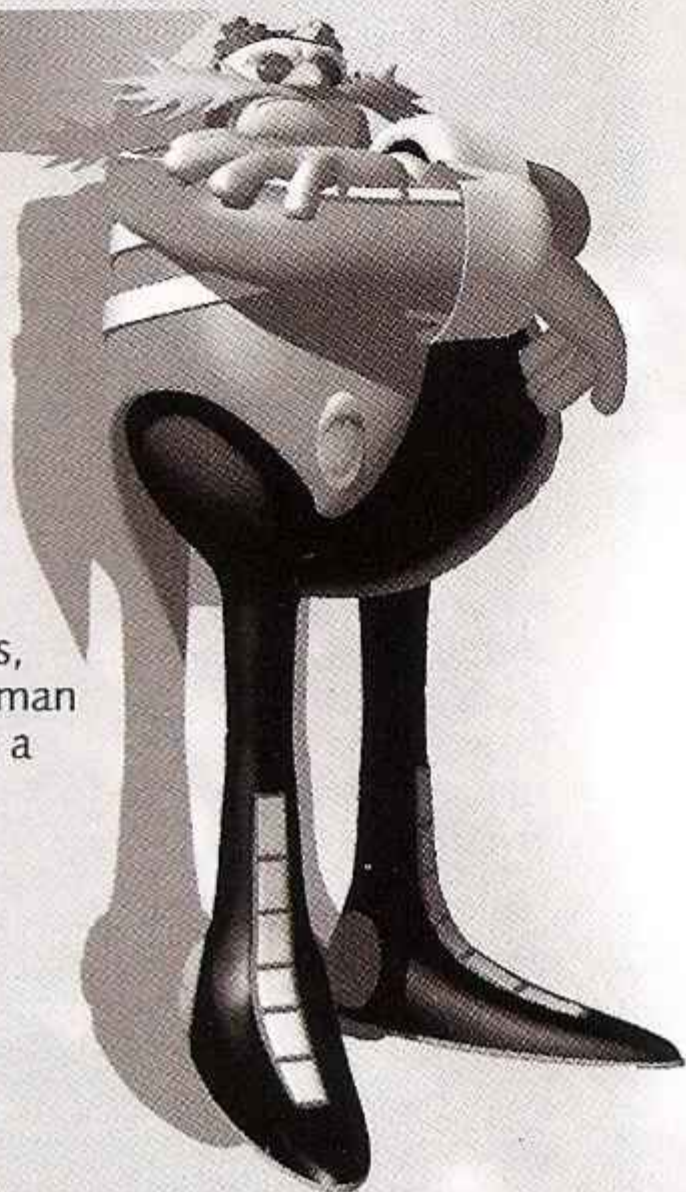
Charmy is neither clever nor powerful, but excels in following hunches and uncovering hidden objects. He is also able to mysteriously warp between flowers. His flying helmet is his trademark.

ENEMIES

Dr. Eggman

Age unknown

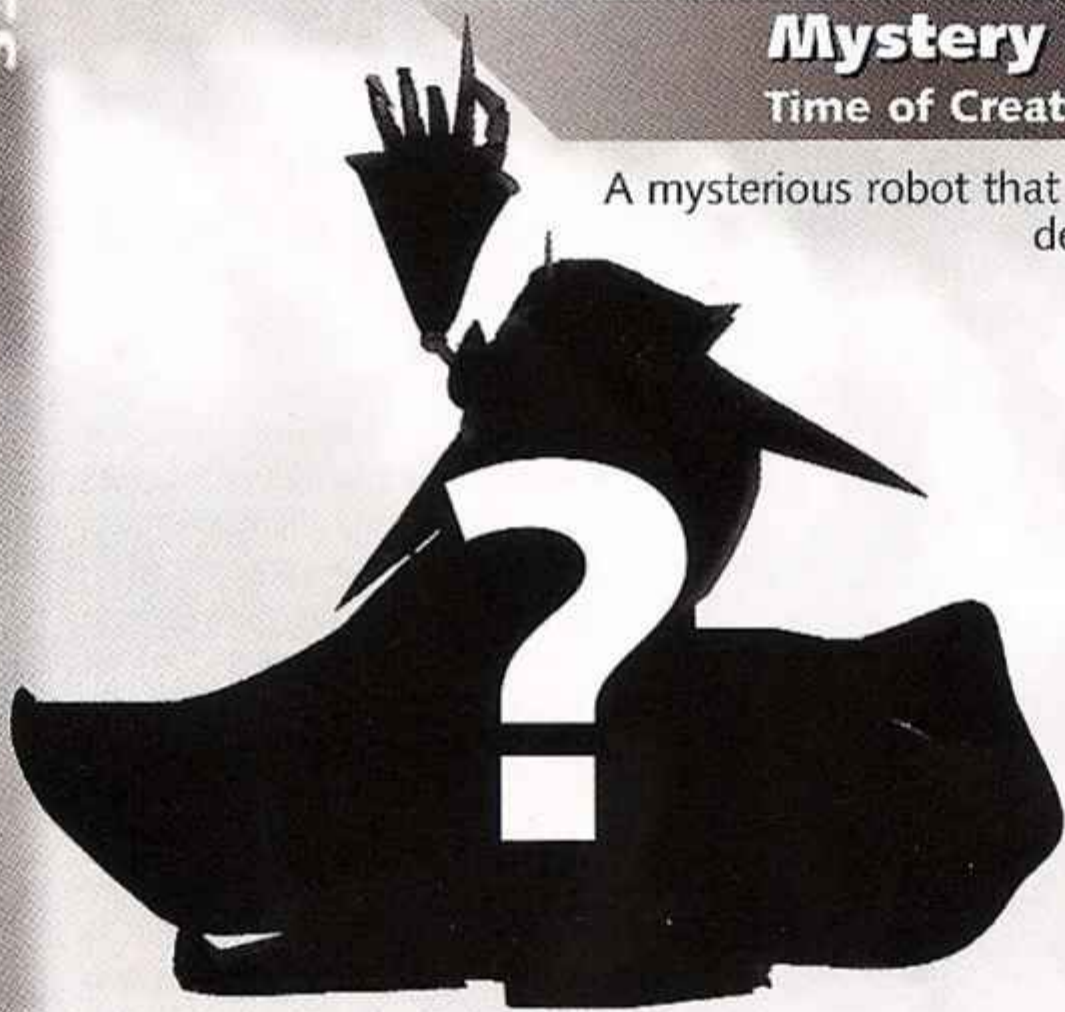
As his name implies, Dr. Eggman is a Doctor that looks like an egg. As well as having an unfeasibly high IQ of 300, Eggman is a romanticist, a feminist, and a self-professed gentleman. Sadly, his charms are often difficult to spot through the abominable laughter that accompanies his maniacal declarations of world domination. Sonic is always finding ways to stop his diabolical plots, but as with all great arch-enemies Eggman now sees Sonic as more of a rival than a threat.



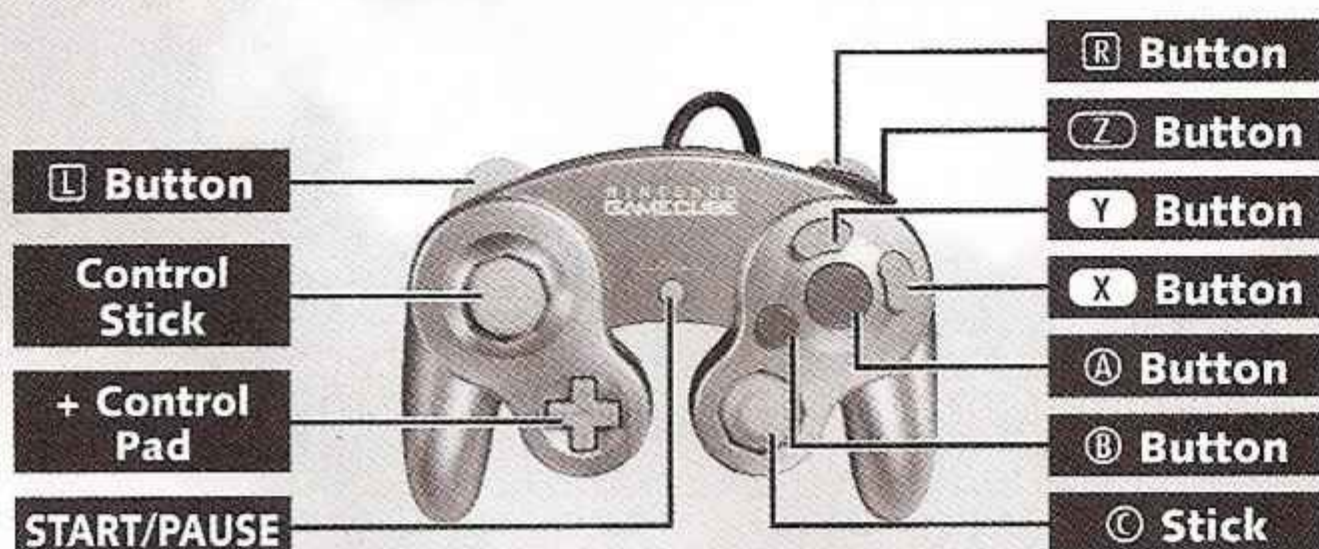
Mystery Monster

Time of Creation unknown

A mysterious robot that holds the key to destroy the world.



BASIC CONTROLS



MENU CONTROLS

START/PAUSE	Game Start
Control Stick	Move Cursor (Select Menu Items)
+ Control Pad	Move Cursor (Select Menu Items)
A Button	Enter Selection
B Button	Cancel (Return to Previous Screen)

DURING THE GAME

START/PAUSE	Pause
Control Stick	Move Characters
A Button	Jump / Special Action
B Button	Action Button
L/R Buttons	Rotate Camera Left & Right
X Button	Clockwise Formation Change
Y Button	Counter-clockwise Formation Change
Z Button	Team Blast
C Stick	View Surroundings from leader's Viewpoint

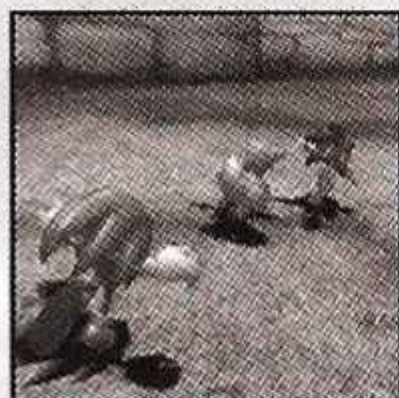
BASIC ACTIONS

Sonic Heroes™ introduces the brand new Team Action control system, whereby teams of characters are controlled together in Formation. Each team has 3 members individually representing Speed, Flight and Power. The character leading the team at any given point determines the Formation type, allowing a unique set of manoeuvres to be performed. The following actions are common to each team and character.

Move

Control Stick

Move the team leader freely in any direction while the team-mates follow close behind. Increasing the angle of the Control Stick makes the characters run faster.



Jump

(A) Button

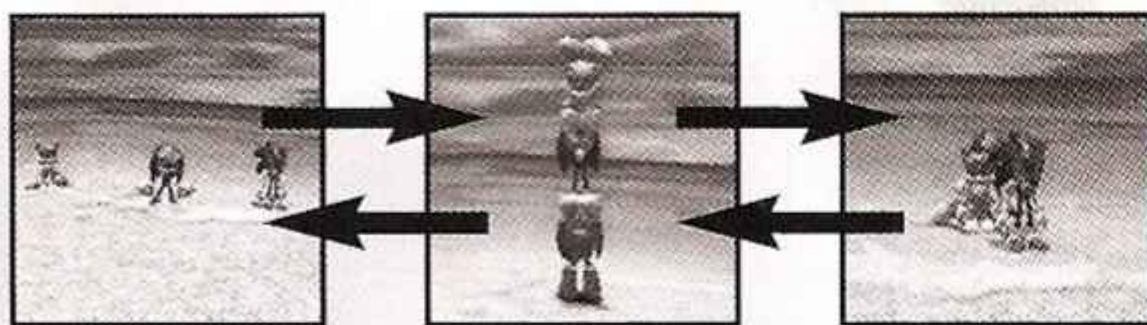
Press the (A) Button while running or standing still to jump in the air. A variety of special jump manoeuvres can also be performed (see Special Actions on p.17).



Change Formation

(X) / (Y) Buttons

Press the (X) or (Y) Buttons to change the leader and rotate between Speed, Fly, and Power Formations. Depending on the Formation type, a variety of special manoeuvres can also be performed (see Special Actions on p.17).



Team Blast

(Z) Button

When the Team Blast Gauge is full, press the (Z) Button to perform the Team Blast move. This knockout technique is ideal for situations where widespread destruction is called for, such as when overwhelmed by enemies. The Team Blast Gauge takes time to charge up, so use this move with caution.



SPECIAL ACTIONS

SPEED FORMATION MANOEUVRES

Spin

Hold **B** Button

Roll like a ball to increase speed and attack enemies.



Rocket Accel

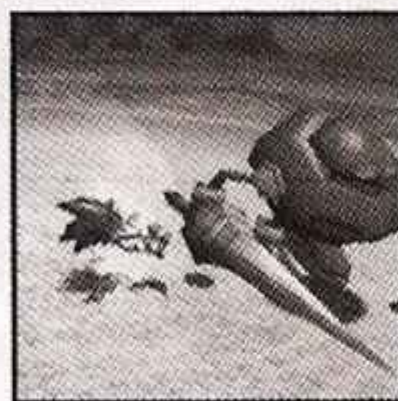
Hold **B** Button → team-mates gather → release

Team-mates push the leader, propelling them forwards at high speed. Can also be used to attack enemies straight ahead.

Solo Attacks

Hold **B** Button → release (without team-mates)

The leader performs a special attack manoeuvre unique to that team. Sonic and Shadow attack forwards with a flying Kick, Amy flattens her surroundings with a Swinging Hammer Attack, and Espio throws Shuriken stars.



Homing Attacks

Jump → **A** Button

Targeted dash directly towards enemies. When team-mates follow through with the manoeuvre, the attack power is tripled!

Tornado Attacks

Jump → Ⓑ Button

Spin at high speed to create a tornado effect that can home in on and weaken enemies. Espio combines this with a Ninja Leaf Swirl manoeuvre allowing him to sneak past enemies unnoticed.



Light Dash

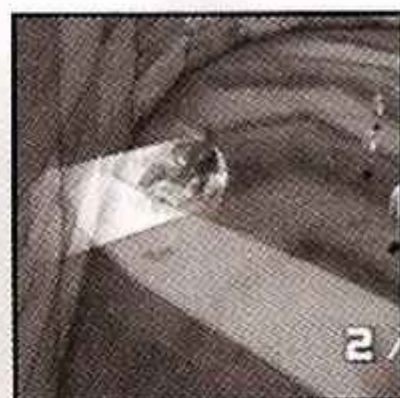
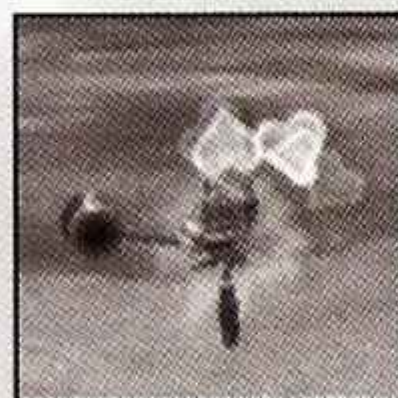
Approach path of Rings → Ⓑ Button

Enable Sonic and Shadow to dash at high speed along a path of Rings, even through midair.

Propeller Hammer

Jump → hold Ⓐ Button

Amy can momentarily sustain flight by spinning the hammer like a propeller.



Triangle Jump

Homing Attack towards wall → grabs wall → Ⓐ Button

Bounce between facing surfaces to pass across areas where there is no ground. Espio can also remain still on the wall without falling off.

FLY FORMATION MANOEUVRES

Ascending Flight

Jump → hold **A** Button

While in Fly Formation, the leader carries their team-mates beneath and can fly until the Flight Gauge is used up.



Quick Ascent

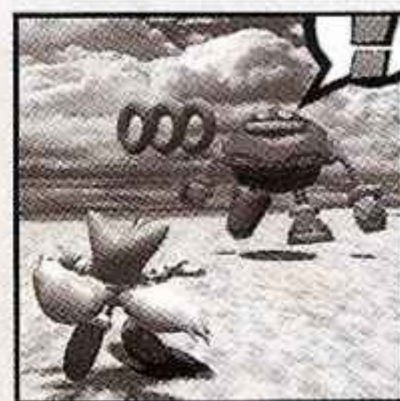
Ascending Flight → **A** Button

Sudden dash upwards during flight that also doubles as a quick attack on enemies by stunning and grounding them, similar to Thunder Shoot.

Thunder Shoot

B Button

Launch team-mates like cannonballs towards enemies on the ground or in the air. A well-aimed shot will have the effect of stunning and grounding enemies.



Solo Attacks

B Button (without team-mates)

The leader performs a special attack manoeuvre unique to that team. Tails and Rouge fire Dummy Ring Bombs to stun enemies, Cream sends her tiny Chao "Cheese" to attack enemies on her behalf, and Charmy attacks directly with his stinging tail.

POWER FORMATION MANOEUVRES

Auto Homing Approach enemies

Team-mates automatically home in on and attack nearby enemies.

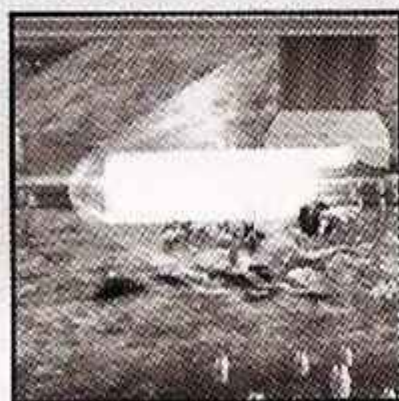


Forward Power Attacks B Button

A series of manoeuvres for attacking enemies directly ahead. Knuckles and Omega attack with Dash Punches, Big employs an Umbrella Attack, and Vector crunches enemies in his enormous jaws.

Remote Power Attacks Forward Power Attack → B Button

A series of manoeuvres for attacking surrounding enemies. Knuckles and Omega use Spinning Back punches, while Big and Vector launch team-mates as destructive balls of fire.



Wide Power Attacks Remote Power Attack → B Button

Attack all nearby enemies with a single manoeuvre. Knuckles launches a single punch to the ground causing powerful volcanic explosions, Omega uses a concealed machine gun to fire bullets round in a circle, Big swings his fishing reel around dangerously, and Vector spews his putrid breath to knock out enemies into submission.

Fighting Pose Hold **B** Button

Gather team-mates ready for some serious fighting action.



Fireball Jump Fighting Pose → Hold **A** Button

Knuckles and Omega can jump while spinning team-mates to attack surrounding enemies.

Fire Dunk Fighting Pose → jump → **B** Button

Hurl team-mates diagonally towards the ground as balls of fire. The resulting explosion damages all enemies in the vicinity.



Body Press/Hammer Down Jump → **B** Button

Big and Vector can attack enemies directly beneath them.

Triangle Jump/Umbrella Descent/ Bubblegum Descent Jump → **A** Button

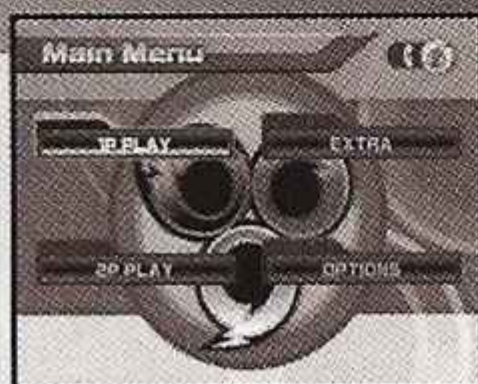
Float gently towards the ground together with team-mates. By catching a draft, this manoeuvre can also be used to float upwards.



STARTING THE GAME

SETTING UP

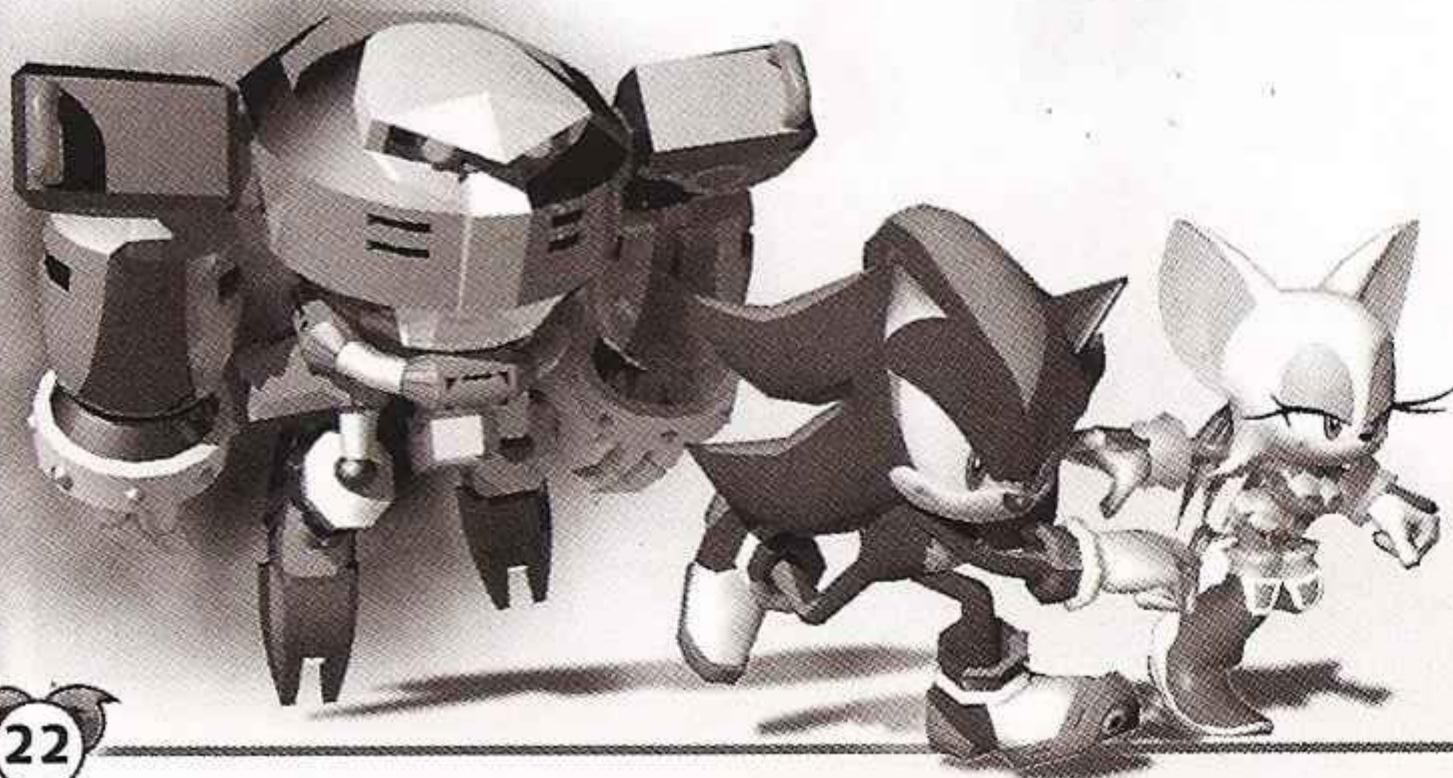
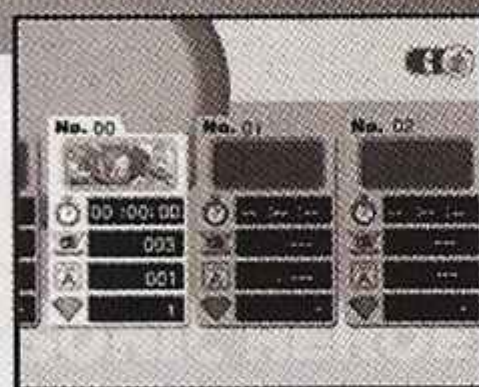
Press START/PAUSE at the Title Screen to access the Main Menu. Use the Control Stick or + Control Pad ▲▼ to choose from the following and press the (A) Button to select.




1P PLAY	Displays the menu for Single Player Games (See p.23).
2P PLAY	Displays the menu for Two Player Games (See p.31).
EXTRAS	Displays the menu for bonus features (See p.32).
OPTIONS	Change various game settings (See p.33).

GAME DATA SELECT

Every time you start-up the game, the Game Data Select Screen will be displayed before you progress to the Main Menu. Here you will be asked to select a file on the Memory Card in which to create or read Game Data, which is accessed automatically during the game. Use the Control Stick ◀▶ to choose a data slot and press the (A) Button to select. Follow the instructions onscreen to create or open a Game Data file.



1P PLAY MODE


From the 1P PLAY Menu, use the Control Stick or + Control Pad  to choose from the following and press the (A) Button to select.

STORY	Play the game to reveal the story.
CHALLENGE	Re-attempt Missions in previously cleared Stages (see p.29).
TUTORIAL	Tutorial on Basic Team Actions (see p.30).

STORY MODE

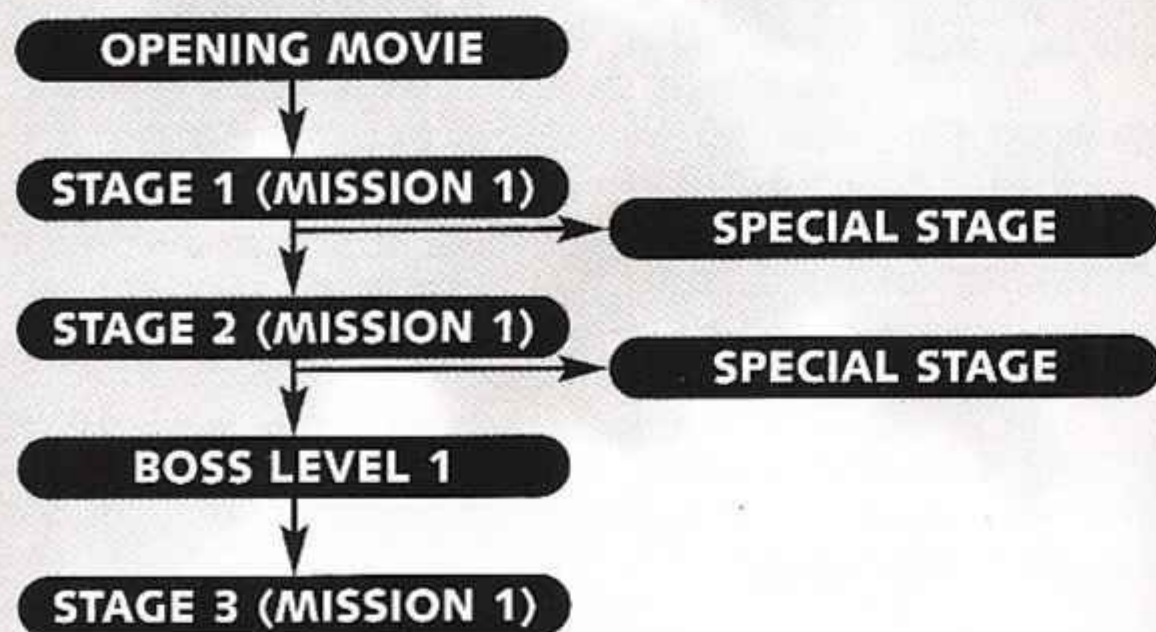
This is the main game mode where each team's story is revealed by completing each action stage. Each of the 4 teams has their own unique storyline with various levels of difficulty.

TEAM SELECT

On the Character Select screen, the four teams are displayed together with game progress shown as a percentage. Use the Control Stick or + Control Pad  to choose the team you wish to play, and press the (A) Buttons to select.



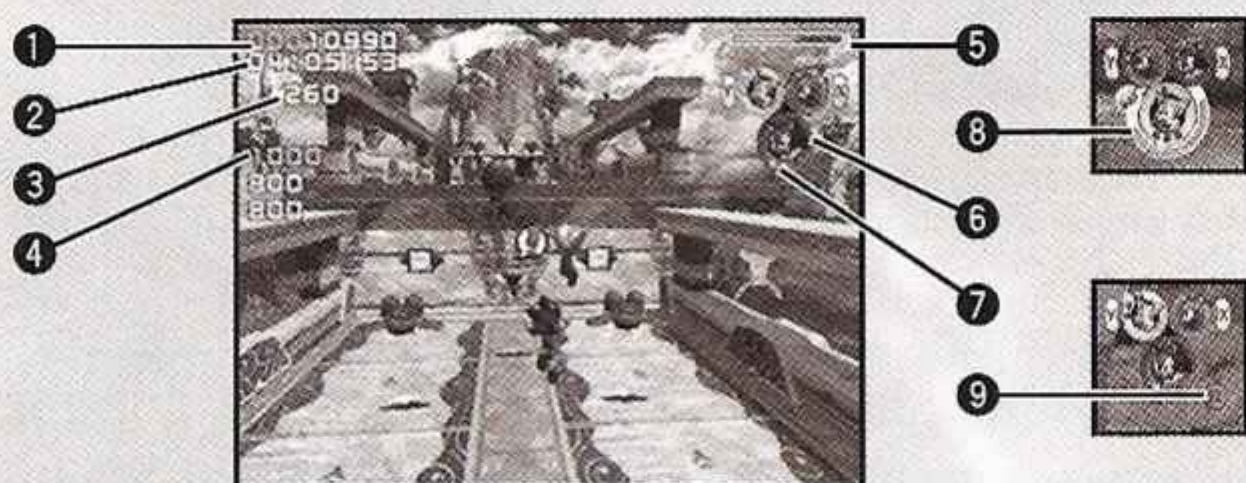
GAMEFLOW



The objectives of each Mission are displayed at the Stage Title Screen, so read carefully before continuing. Each Mission ends when you reach the Goal Ring Emblem at the end of the course.

- ★ Story Mode Stages contain a single Mission each. Once you complete the first Mission in Story Mode, an additional Mission for each Stage is available in Challenge Mode (see p.29).
- ★ Special Stage Keys can be found in each Stage. If you are carrying a Key when you reach the Goal Ring Emblem, you will immediately enter a Special Stage before progressing to the next Mission or Boss. See p.27 for details on Special Stages.
- ★ Game Data is automatically saved between Stages.

VIEWING THE GAME SCREEN



1 SCORE

Points scored during this mission. Points are awarded for speed, Rings collected, Level-Ups, good technique and enemies defeated.

2 TOTAL TIME

Total game time elapsed since the beginning of the Story.

3 RING COUNT

Number of Rings currently held.

4 TECHNIQUE POINTS

Bonus score awarded for advanced action techniques.

5 TEAM BLAST GAUGE

The Team Blast manoeuvre can be used when Gauge is full.

6 FORMATION LEADER

The currently selected Team Leader. Different leaders allow different Team Actions as part of the game strategy.

7 LEVEL-UPS

Collecting Level-Ups for each character increases the potency of their attacks.

8 FLIGHT GAUGE

Decreases as the Flying Type character tires during flight. Recharges automatically on landing.

9 ADDITIONAL ACTION

Indicates availability of an additional common action that can only be used in specific circumstances.

Rings

Collect Rings to protect against enemy attacks. For each 100 rings collected, earn an extra life.



Goal

Trigger the Goal Ring to complete the action stage.



Power Core

Comes in Red, Blue and Yellow. Collect these to Level-Up the character of the corresponding colour. Power Cores appear when certain enemies are defeated, and can also be found inside Item Boxes.



Hint Ring

Touch to receive a strategy hint from a teammate.



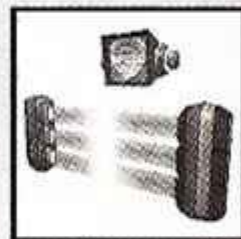
Formation Signal

Indicates the most suitable Formation for tackling the next challenge.



Formation Change Gate

Pass through the gate to automatically change Formation as indicated in the Formation Signal above it.



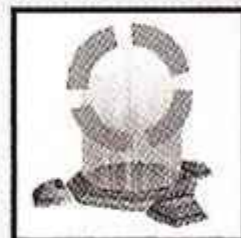
Special Stage Key

Special Stage Keys can be found in each Stage. Collect one to enter a Special Stage when the Mission is cleared. If you sustain damage however, the Key will be lost as collected Rings scatter.



Check Point

Pass through the Check Point to save your progress, and return to that point if you lose a life. The leader that touches the Check Point also receives one Level-Up.



Item Box

Open the box to reveal the Item inside.



ITEM BOX ITEMS

Rings

Ring count increases by 5, 10 or 20 Rings.



Power Core

Comes in three colours. Collect these to Level-Up the corresponding character.



High Speed

Increase running speed for a limited time.



Invincible

Become invincible for a limited time.



Barrier

Protect against enemy attacks one time only.



Team Blast Ring

Set the Team Blast Gauge to full.



1 UP

Increase lives by 1.



Fly Change

Set the Flying Formation Flight Gauge to full.



SPECIAL STAGE

If you are holding a Special Stage Key when you reach the Goal Ring, you will enter the Special Stage where you earn points that are converted into extra lives plus get a chance to obtain one of the 7 Chaos Emeralds.

CONTROLS

Control Stick	Move characters left or right.
(A) Button	Jump. Use to avoid Bombs.
(B) Button	Use Power Gauge to Dash.

- ★ Using the Power Gauge allows a sudden Dash creating a temporary shield of air. Continuous use drains the Power Gauge, so use with caution.
- ★ Move left, right, and jump to collect Spheres and avoid Bombs.

The aim of the Special Stage is to chase and catch up with the Chaos Emerald within the time provided. Even if the Emerald for the Stage you are playing has already been taken, you can still boost your score by aiming to reach the Goal Ring while carrying as many Spheres as possible.



① Power Gauge

Increases as Spheres are collected, and decreases when used to Dash.

② Score

Increases as spheres are collected.

③ Time Remaining

Time available to complete the Special Stage.

④ Spheres

Collect these to increase the Power Gauge level and Score.

⑤ Bombs

Come in contact with these and your speed and Power Gauge level will decrease.

⑥ Chao Balloon

Chao Balloons drop both Spheres and Bombs so take care not to pick up the wrong ones!!

Spheres come in three varieties.



Normal Spheres
Regular type of sphere to collect.



Power Spheres
Boosts level of Power Gauge.



Score Spheres
Boosts Score.

PAUSE MENU

During gameplay, press the START/PAUSE to display the PAUSE menu. Use the Control Stick or + Control Pad ▲▼ to choose from the following, and press the START/PAUSE to select.

Continue	Cancel the PAUSE menu and continue the game.
Restart	Restart Action Stage.
Quit	Quit the game and return to the Title Screen.

CHALLENGE MODE

In Challenge Mode, you can replay each Action Stage previously cleared in Story Mode as many times as you like. This is ideal for players wishing to improve their Score and Rank, race against the clock, or pick up Items missed the first time around. For additional enjoyment, a second objective is also available for each Stage.

STAGE SELECT

From the Stage Select screen, use the Control Stick or + Control Pad ◀ ▶ to choose the team you wish to play as, ▲ ▼ to select the Stage, and press the (A) Button to select. For the chosen Stage, use ◀ ▶ to select a Mission and press the (A) Button to select.

A variety of information is displayed on the Stage Select screen to help you.

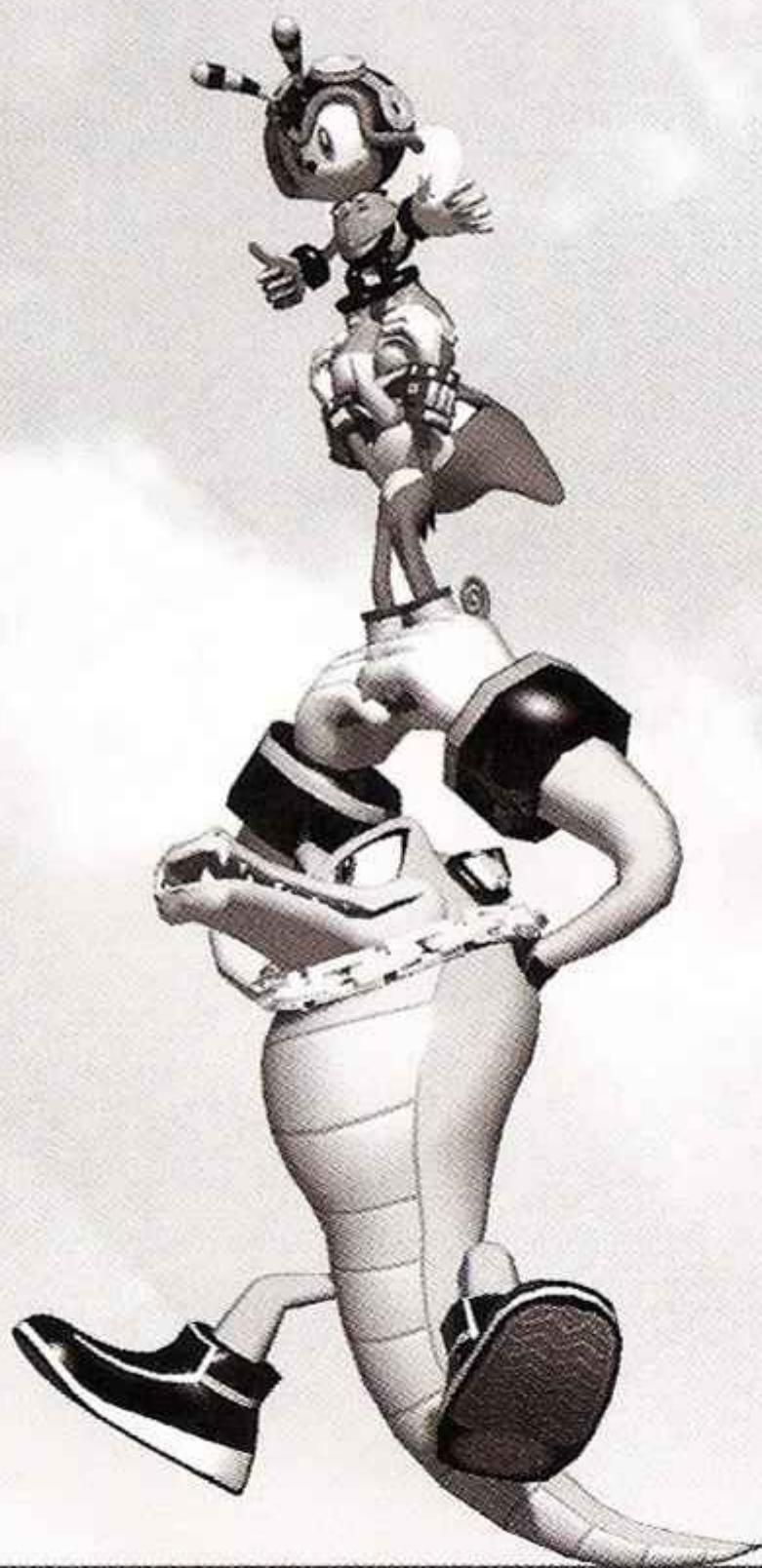


- | | |
|-----------------------------|------------------|
| ① Total Emblems Collected | ⑤ Top Time |
| ② Presently Selected Team | ⑥ Top Ring Count |
| ③ Stages | ⑦ Top Score |
| ④ Chaos Emerald (Collected) | ⑧ Rank |

On completion of the selected Stage, new records will be automatically saved into the Game Data, and you will be returned to the Stage Select screen.

TUTORIAL

This basic Tutorial provides a trial Stage in which to practice Team Action controls without danger or objectives to consider. Select TUTORIAL from the 1P PLAY menu to begin. When the Tutorial Stage has been cleared, you will return to the Main Menu. Progress and results are not saved as Game Data.




2P PLAY MODE

In this mode, 2 Players each control a team battling for the highest score in accordance with the Mission objectives. A second Controller is required to play in 2P PLAY mode.




MODE SELECT

Use the Control Stick or + Control Pad  to choose from the available 2P PLAY modes, and press the (A) Button to select. To begin with, only the Action Race mode can be selected, but an additional mode becomes available for every 20 Emblems collected in Story mode.




TEAM SELECT

Each player selects their own team. Use the Control Stick or + Control Pad  to choose your teams in turn, and press the (A) Button to select. The same team cannot be selected by both players.



STAGE SELECT

Each Battle Mode contains 3 Stages. Use the Control Stick or + Control Pad  to choose the Stage you wish to play or ALL to play the 3 Stages consecutively, and press the (A) Button to select.

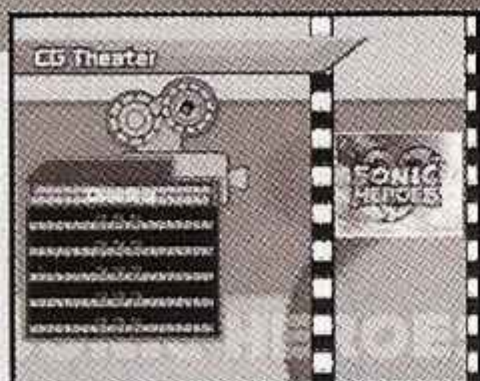


EXTRAS

Replay music, sound effects and movies found in this game by selecting either Audio Room or CG Theater.

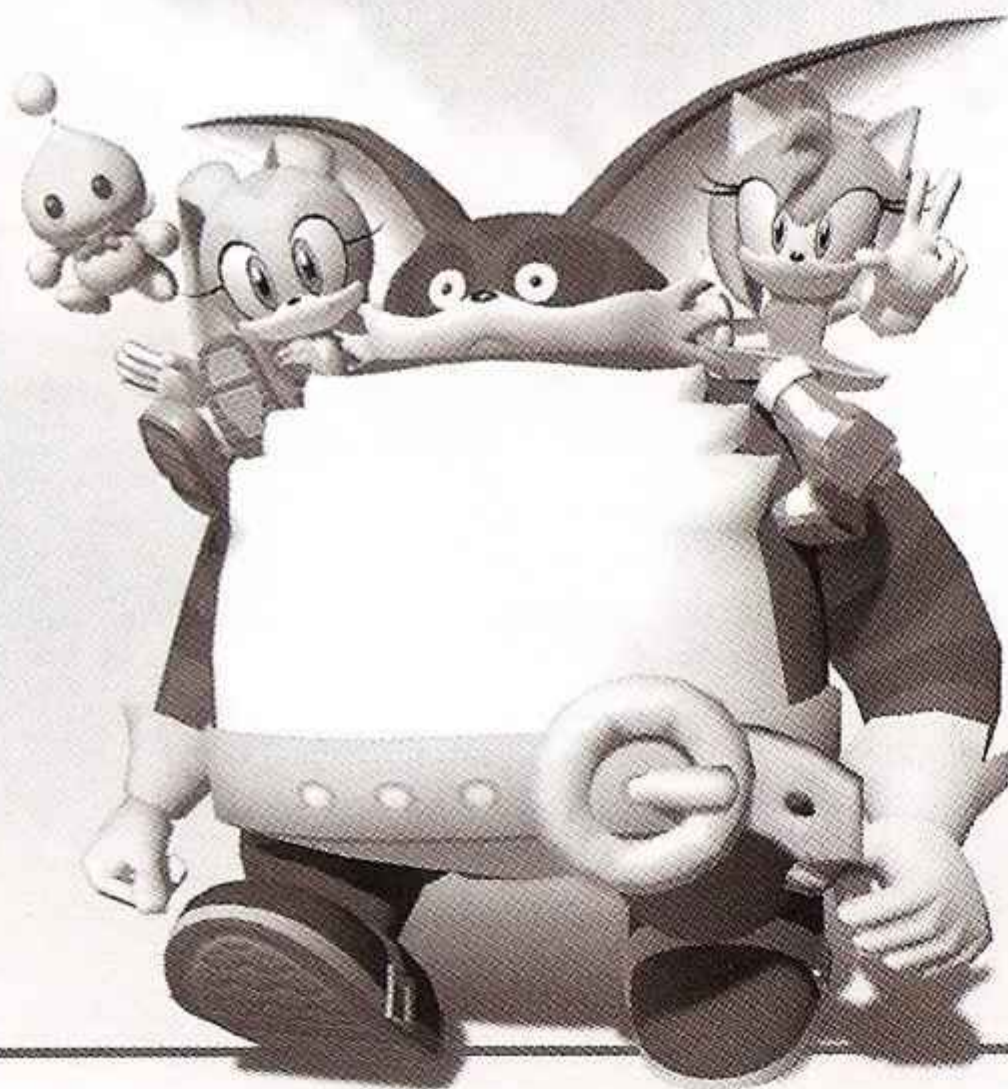
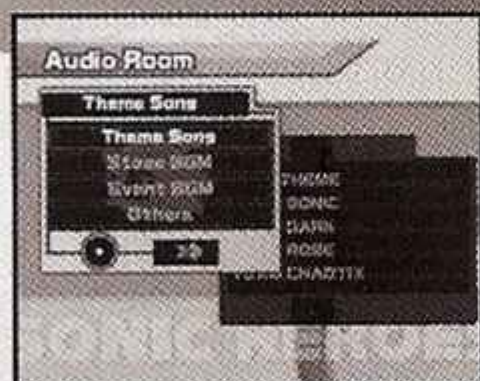
CG THEATER

In the CG Theater, you can view movies that appear in Story Mode. To begin with, only the Opening is available, but more movies will become available as you progress through the game. Use the Control Stick or + Control Pad \blacktriangle \blacktriangledown to choose a movie, and press the (A) Button to view.



AUDIO ROOM

In the Audio Room, you can listen to the background music and sound effects used in the game. Use the Control Stick or + Control Pad \blacktriangle \blacktriangledown to choose a category, and press the (A) Button to select. Then use \blacktriangle \blacktriangledown to choose the music or sound effect you wish to listen to and press the (A) Button to play.

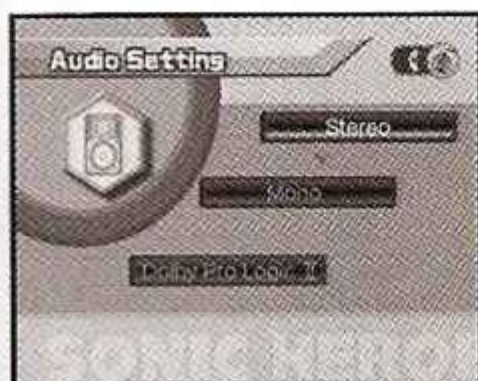


OPTIONS

Make various changes to game settings. From the Options Menu, select from the items listed below. Use the Control Stick or + Control Pad ◀▶▲▼ to choose a setting, and press the (A) Button to confirm the change.

AUDIO SETTING

Switch between Stereo, Mono and Dolby Pro Logic II.

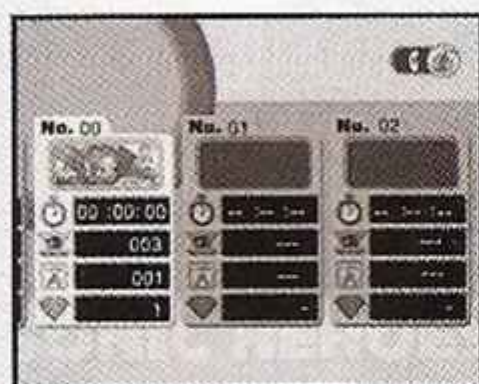


RUMBLE SETTING

Set the Rumble setting in the Controller to ON/OFF. The default setting is OFF.

GAME DATA

Change and manage the Game Data files stored on the Memory Card. Each slot with Game Data stored will display the time elapsed, winning Team, Rank, Score and Emeralds collected. Use the Control Stick or + Control Pad ◀▶ to choose a slot, and press the (A) Button to bring up the Menu. Select "Start" to begin or continue the game in the selected Game Data, "Delete" to erase the Game Data, "Copy" to save a copy into another slot, or "Cancel" to return.



LANGUAGE SETTING

Sonic Heroes™ supports the following languages:

- English •French •German
- Spanish •Italian •Japanese

To change the language setting for the in-game text, select "LANGUAGE SETTING" to display the language options and then select and enter your preferred language setting.



DEFlicker

Set the screen deflicker setting to ON/OFF.



CREDITS

The following credits list the staff responsible for the localization, marketing, and manual production for Sonic Heroes™. See the in-game credits for the complete list of the original development staff.

Sega of America

President

Hide Irie

Product Marketing Manager

Noah Musler

Director of Product Development and Localization

Osamu Shibamiya

Localization Producer/Assistant Product Marketing Manager

Yosuke Moriya

Senior Media Manager

Teri Higgins

Creative Services Manager

Arianne McCarthy

Director of Quality Assurance

Deborah Kirkham

Offshore Project Manager

Shawn Dobbins

Senior Releases Manager

Andrei Belkin

Build Engineer/PC Project Coordinator

Rick "Maverick" Ribble

Instruction Booklet Production

Sega Logistics Service Co., Ltd. Creative Design Team

Supervisor

Yoshihiro Sakuta

Assistant Supervisor

Hisakazu Nakagawa

Text Editor/Layouts

Colin Restall

Layouts

Makoto Nishino

Designer

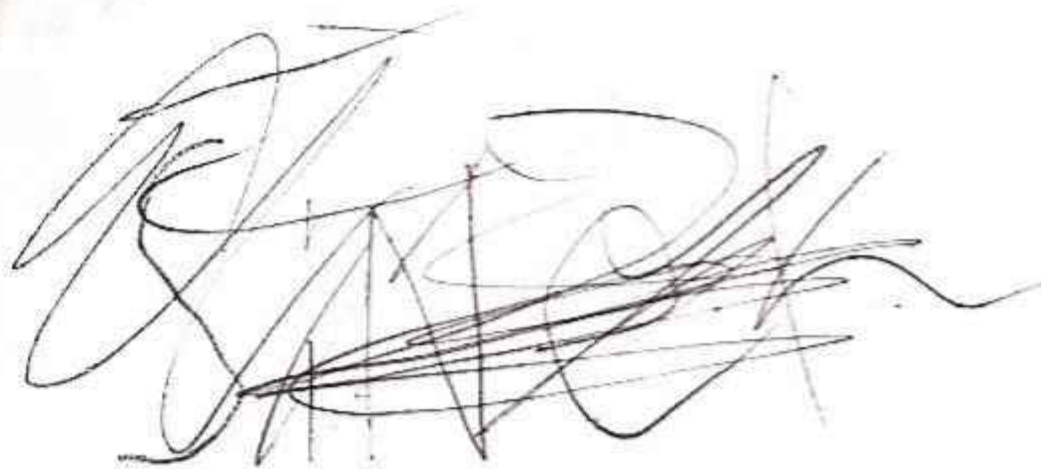
Satoru Ishigami

Special Thanks

Lori Von Rueden – Marketing Consultant

Rich Briggs – Sega Ex-Patriot

Yusuke Suai – Sega of Japan



SONIC HEROES

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